Graphical Screen Design

CRAP (contrast, repetition, alignment, proximity)

Grids are an essential tool for graphical design

Other important graphical screen design concepts

- Visual consistency
- Visual relationships
- Visual organization
- Legibility and readability
- Navigational cues

James Tan

The Squint Test

Used to determine what stands out or what elements appear to belong together



James Tan

CRAP: An Important Tool For Graphical Screen Design

Contrast

- Make different things even more different
- Brings out dominant elements
- Mutes lesser elements

Repetition

- Repeat conventions throughout the interface to tie elements together
- Consistency

Alignment

• Visually associate related elements by lining them up

Proximity

- Group related elements
- Separate unrelated elements

James Tar

Contrasting Contrast





lames Tam

Repetition

Mickey Mouse

 Walt Disney Studios Anaheim, California
 58 years old, no children

Employment

- Walt Disney Studios
- Various television studios

Education

Walt Disney Studios

Favorite Activities

- Driving steamboats
- Roping cattle

Favorite Quote

Everybody can't be a duck.

Iomas Tom

Alignment

Honor Form

Heresy rheumatic starry offer former's dodder, Violate Huskings, an wart happings dam honor form.

dam hunor form.

Violate lift wetter fodder,
offed Fommer Huskings, hoe
hatter repetition for bang
furry retch—an furry stenchy.
Infect, pimple orphun set debt
Violate's fodder worse nosing
button oiled mouser. Violate,
honor udder hen, worseld
furry grats parson—jester
putty ledfe form gall, sample,
mortiserd, an unafflicted.

Tarred gull

Wan mouning Former Huskings nudist haze dodder setting honor cheer, during sections

"Violate" sorted dole former, "Watcher setting dam fue? Denture nor yore cannot gat retch setting darn during nosing? Germ pup offer debt.

"Arm tarred, Fodder," resplendent Violate warily. "Watcher tarred fur?" aster stenchy former, hoe dint half mush symphony further gull.

Feeder pegs

"Are badger dint doe much woke disk moaning! Discher curry door buckles fuller slob darn tutor peg-pan an feeder nexs"

an feeder pegs?"
"Yap, Fodder. Are fetter



"Ditcher mail-car caws an saroop otter caw staple?" 'Off curse, Fodder. Are mulet ofter cass an swapped otter staple, fetter checkings, an clammed upper larder inner checkings-hoese toe godder

Honor Form

Heresy rheumatic starry offer former's dodder. Violate Huskings, an wart hoppings darn honor form.

Violate lift wetter fodder, oiled Former Huskings, hoe hatter repetition for bang furry reich—an furry strucky. Infect, pimple outphan set leb Violate's fodder morse nosing batton oiled mouser. Violate, hoor udder hen, wested furry gusts parson—jester patty ladle form guil, sample, mortierel, an unafficted.

Tarred gull

Wan mouning Former Huskings rudist haze dodder setting honor cheer, during roosing

nosing
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Feeder pegs

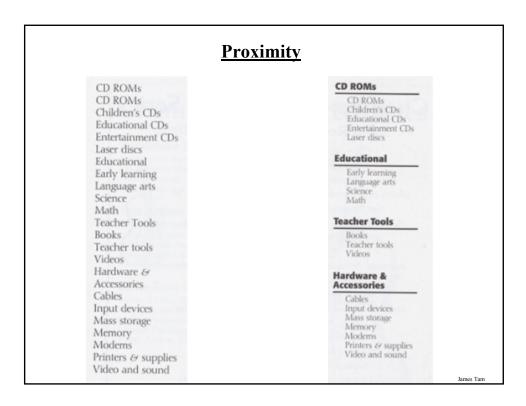
"Are badger dint doe mush woke disk mouning! Ditcher curry doze buckles fuller slob darn tutor peg-pan an feeder pegs"

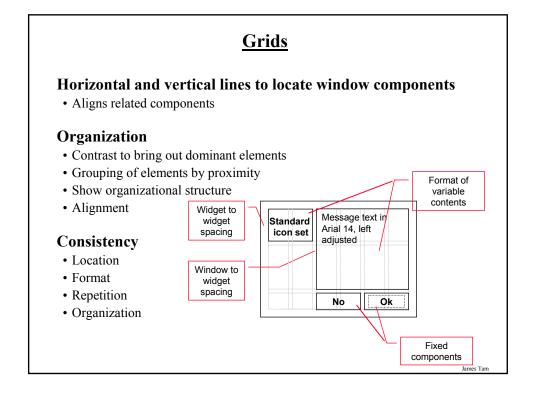
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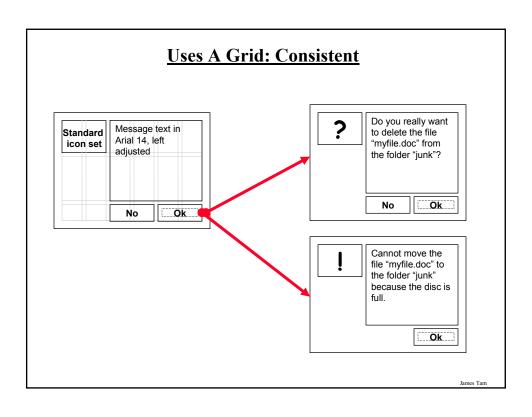


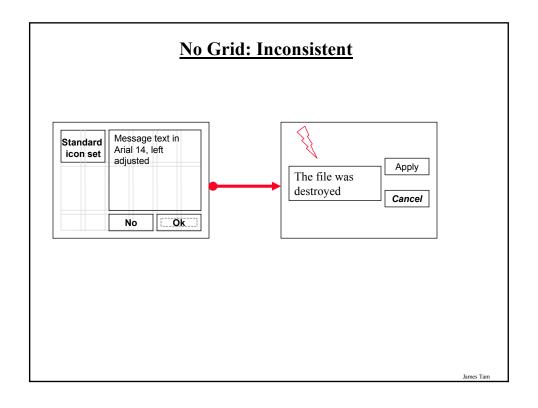
guarding two peck oiler bogs

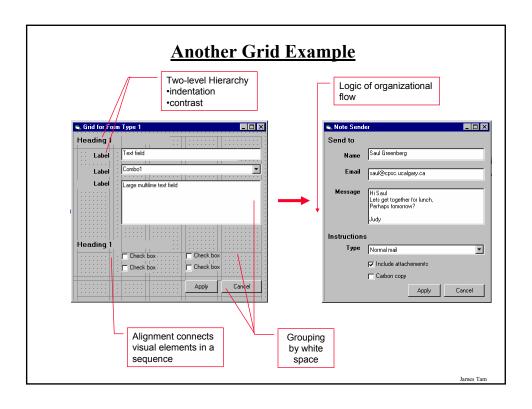
James Tam

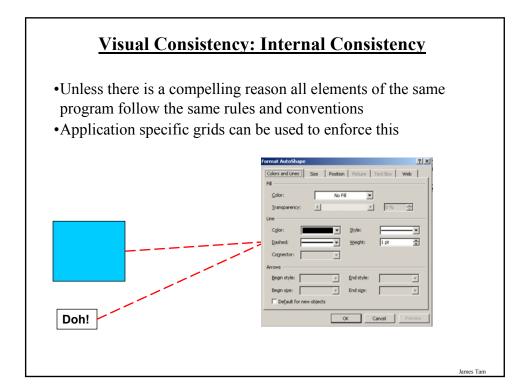








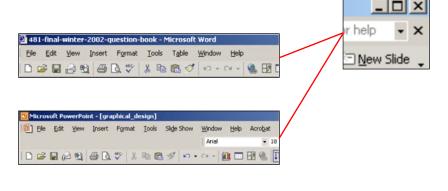






- •Follow interface and platform style conventions
- •Use grids that are platform (e.g., Windows) and widget (e.g., Java Swing) specific

•Deviate from these conventions only when there is a clear benefit to the user



External Consistency Violated Primary Task Information Member Information Name: JimmyT LIGANDFIT-SMALLPOX SMALLPOX RESEARCH PROJECT Total Points: 371477 This project employs computational chemistry on a massive computing grid to analyze candidates for a medical therapy to fight the smallplox virus. The strongest candidates will be turned over to the U.S. Department of Defense for further Total CPU Time: 2 years: 295 days: 11 h: 43 m: 17 s View your scores and rewards evaluations **Device Information Overall Performance** Task CPU Time: 0 Overall 100 High-end Desktop System Task Execution Progress-Processor Memory This Device: Storage 113 My Device. Network 100% View your device list Learn about this Project DEVICES The UD agent © United Devices: www.ud.com

A Tool For Ensuring Consistency: Mumble Text







Iomas Tom

Relationships Between Screen Elements

• Using white space (negative proximity) vs. forcing an explicit onscreen structure (e.g., the use of frames)

Mmmm:	Mmmm:	Mmmm:
Mmmm:	Mmmm:	Mmmm:
×	×	✓

imes Tam

Structure Is Difficult To Ascertain

Placement determines where the awareness information is located in the display. Awareness information has situated placement if the information is located in the part of the workspace where the event occurred, and it has separate placement if is located somewhere else. Gutwin argues that situating awareness information takes advantage of a person's existing familiarity with the workspace, for it provides context. However, if many changes and events are taking place in the space over time then the potential downside is clutter leading to overload requiring increased effort to interpret the changes. Thus, some balance must be struck between context and overload

overload requiring increased effort to interpret the changes. Thus, some balance must be struck between context and overload. The presentation dimension of Figure 4.1 classifies the display of awareness information as *literal* when it describes awareness information in the same form that it is gathered. In terms of change awareness this would mean that all the details about changes would be shown. It is *symbolic*, when only a subset of the information about a workspace event is displayed (Gutwin 1997). While a literal presentation may be easier to understand and interpret, in terms of change awareness, because of the potentially large amount of information that can accumulate as changes occur time an overly literal presentation may sometimes be more a nuisance than a benefit. This was found to be the case in my own investigation of potential change display mechanisms summarized in Chapter 5 and published as Tam, McCaffrey, Maurer, and Grenberg (2000). During this study, many test participants expressed a desire for useful abstractions that combine rudimentary change information into one higher-level conceptual change. For example, one participant noted while watching the animated replay of a class name being shown, "... Id on't need to see each and every character being typed just to see a name change!" Of course, care must be taken to make these abstractions understandable, e.g., by using already familiar representations or notations. This minimizes the cost of acquiring information while maximizing its benefits due to the added structure and organization.

Based upon my previous findings (to be discussed in Chapter 5), I add a third dimension, persistence, to Gutwin's classification. Persistence refers to how long the information is displayed (Figure 4.1 side pane). The display of information is permanent if it is always visible and passing if it only appears for a certain period. We noticed how study participants frequently complained when important information disappeared off the screen. Conversely, they also indicated that screen clutter might occur with the mechanisms that constantly displayed all changes. Thus, there's a need to classify change information according to how long it should stay visible. With permanent persistence, the effort needed to find changes i.e., the acquisition cost is low because the information is always there. Ideally, a person merely has to shift their gaze over to see the information. Because people can become accustomed to the occurrence of workspace events, they can also ignore things that do not interest them and pay closer attention to things that are of interest (Gutwin 1997).

James Tan

Explicit Structure Imposed

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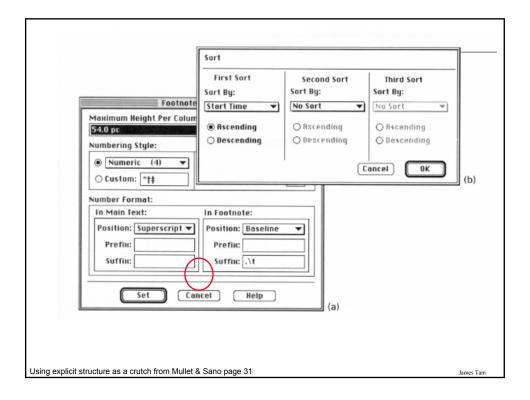
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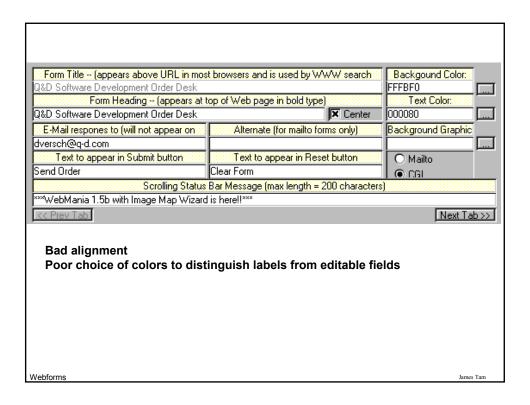
Structure Implied With White Space

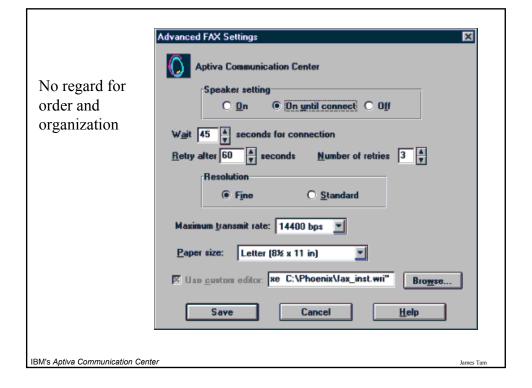
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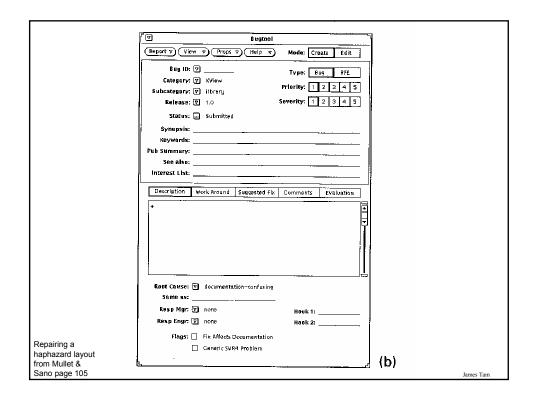
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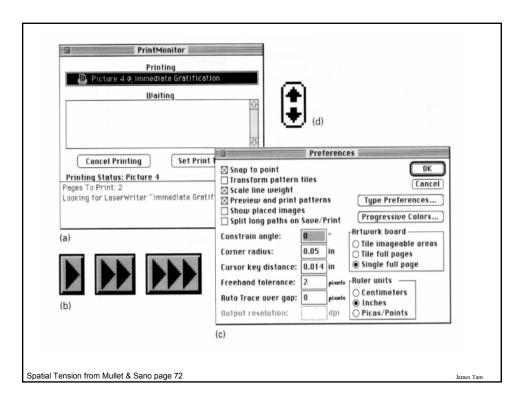


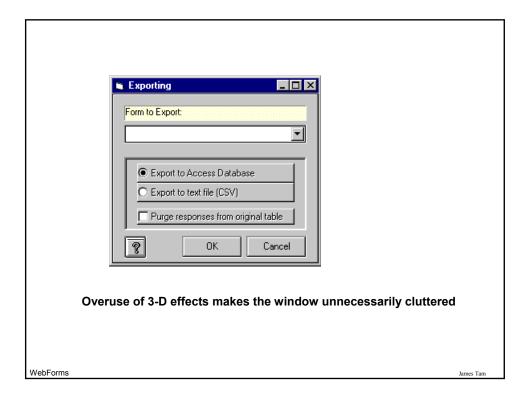




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	Codd v Store Suemit v View Print v Reset v Props Gen. Help v
	Category Priority: 1 2 3 4 5
	Synopsis: Keywords: (Description) (Work around) (Suggested flix) (Commants) (Fublic summary)
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	(Fixed in releases (integrated in releases) (Verified in releases) (Cksped because p)
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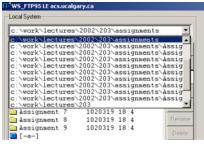


Relationships Between Screen Elements

How do you chose when you cannot discriminate screen elements from each other?



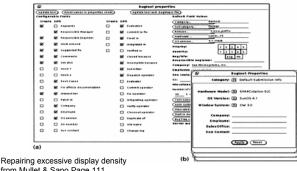
GIF Construction Set



WS-FTP

Economy Of Visual Elements

- Minimize number of controls
- Include only those that are necessary
 - Eliminate, or relegate others to secondary windows
- Minimize clutter
 - So information is not hidden
 - Combine redundancies



from Mullet & Sano Page 111

James Tam

Economy Of Visual Elements (Tabs)

Excellent means for factoring related items



James Tam

Economy Of Visual Elements (Tabs)

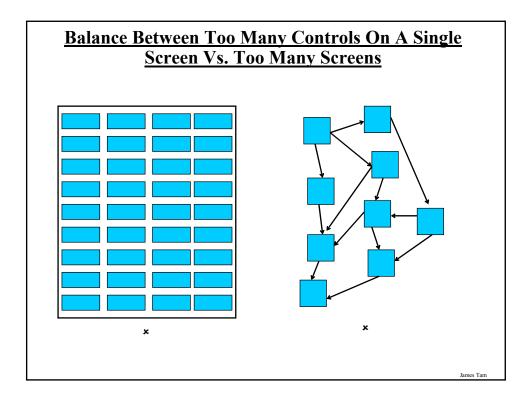
Excellent means for factoring related items

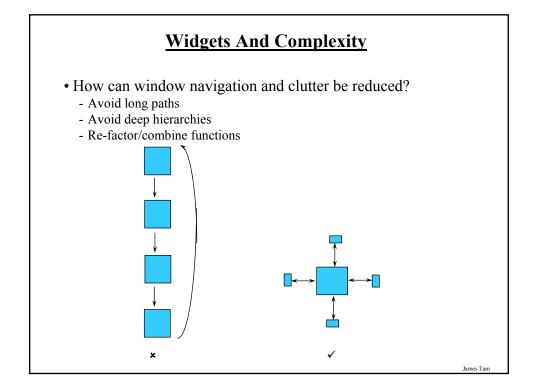


But it can be overdone



James Tai





Legibility And Readability

Whenever your local SMS Administrator sends you an actual enfluence Package, the SMS Package Command Manager will appear (usually at network logon time) displaying the available Package(s). The following ecreenshots display scenes similar to what you will see when you receive an actual SMS Package.

Popkin Software's System Architect

Iomas Tom

Legibility And Readability

If you wish to add/change network information, please select one of the following options.

- I WANT TO CONNECT TO AN EXISTING TIME & CHAOS WORKGROUP OR MODIFY THE CONNECTION SETTINGS.
- I WANT TO BUILD A BRAND NEW WORKGROUP.

These choices must be really important, or are they?

Time & Chaos James Tam

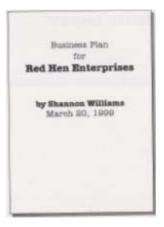
Upper Case Text

THIS IS AN EXAMPLE OF TEXT THAT IS SHOWN ALL IN CAPITAL LETTERS. AS YOU CAN PROBABLY TELL, THE LACK OF VARIATION IN HEIGHT MAKES IT SOMEWHAT MORE DIFFICULT TO READ. THIS WHOLE PARAGRAPH JUST GOES ON AND ON WITHOUT SAYING ANYTHING SIGNIFICANT. THE OTHER SIDE EFFECT OF ALL CAPITALS IS THAT SOME PEOPLE THINK THAT IT IS THE TEXT EQUIVALENT OF SHOUTING AT SOMEONE. ALSO OTHER PEOPLE MAY THINK THAT IT IS MORE SIGNIFICANT BECAUSE IT IS ALL IN CAPITALS. THAT IS PROBABLY WHY SOME PEOPLE DO IT – IN ORDER TO GIVE THE IMPRESSION THAT THEIR MESSAGE IS REALLY IMPORTANT. BUT AS YOU HAVE PROBABLY ASCERTAINED (ASSUMING THAT YOU HAVE EVEN READ THIS FAR) THAT PUTTING TEXT ALL IN CAP'S IS SIMPLY TOO PAINFUL TO READ.

James Tan

Center Alignment

- •Some regard it as unprofessional and advocate against it's use.
- •It's described as being unprofessional looking and plain.





From the Non-Designer's Design Book page 30

James Tam

Center Alignment

Overuse of it can make it harder to determine the structure of onscreen elements.

```
while ((reRun == 'y') || (reRun == 'e'))
                          if (reRun != 'e')
                             b.scan();
                           b.display();
                        generation += 1;
        System.out.println("\t\tGeneration: " + generation);
System.out.print("Do you wish to play another generation (y/n): ");
             reRun = (char) Console.in.readChar();
                      Console.in.readLine();
                         if (reRun == 'e')
                               b.edit();
```

Center Alignment (1)





•It can be useful for providing additional contrast

• e.g., titles vs. the body of the text.



- •So it should be used sparingly
- •It should also be used for a reason rather than as the default

Center Alignment (1)





•If you are employing it provide contrast then make it obvious

This text is centered. If you are going to center text, make it obvious.

See, in this paragraph it is difficult to tell if this text was centered purposely or perhaps accidentally. The line lengths are not the same, but they are not really different. If you can't instantly tell that the type is centered, why bother?

The Non-Designers Design Book

What You Now Know

Grids and C.R.A.P. are essential tools for graphical design

Important visual concepts include

- Visual consistency
 - Repetition
- Visual organization
 - Contrast, alignment and navigational cues
- Visual relationships
 - Proximity and white space
- Legibility and readability

